

新 GOLDEN AXE™



SEGA®

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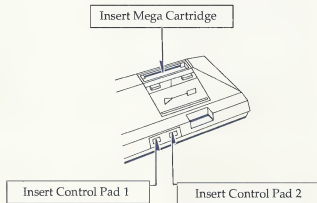
Printed in Japan

SEGA®

Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try again.
4. At the title screen, press Button 1 or 2 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



The Tale of the Golden Axe

A long time ago in a land called Yuria, there was a very special axe that was kept in a castle. It had mystical powers, and shielded the Yurian people from evil. However, the enemy and nemesis of all people, the titan named Death-Adder, managed to acquire the Golden Axe and take it to his own castle. Without the Axe, the people of Yuria had no protection against bandits. They were soon overrun, and feared for their very lives.

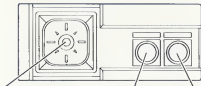
What they needed most was a valiant man to go and retrieve the Axe. That man, the one who would attempt to restore peace and safety to Yuria, was the seasoned warrior known as Tarik. He carried a giant sword, and was well known for his skill at using it in battle. The people prayed for his health and well-being as he set off on their behalf.

Before leaving Yuria, Tarik visited the Temple. The priest, knowing full well that Tarik's battle skills wouldn't be enough for him to succeed, much less survive, gave Tarik a choice of 3 Magic Powers. The God of the Earth provided Earth Magic, the God of Fire offered his Fire Magic, and from the God of Thunder came Thunder Magic. Tarik made his choice—a very closely guarded secret. The priest also granted Tarik the power of Revival. Should he be struck down in battle, he may revive himself thrice in order to continue on his Quest to return the Golden Axe to its rightful owners. Tarik thanked the kind priest, and began his perilous journey.

You are the warrior Tarik, the one in whom the people of Yuria have placed all their confidence and hopes for the future. You

mustn't let them down! Use all of your physical prowess, and your Magic, and show Death-Adder that good always triumphs over evil! Remember, though, even the Gods can bestow only so much power unto you, so it's really in your hands now— will you retrieve the Golden Axe, or will you perish at the hands of an evil titan?

Take Control!



Directional Button (D-Button)

Button 1

Button 2

Basic Functions

Directional Button (D-Button)

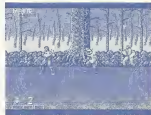
- Moves Tarik in 8 directions.

Button 1

- Allows Tarik to attack.
- Starts the game.

Button 2

- Allows Tarik to jump.
- Starts the game.



Special Maneuvers

Dash: Press the D-Button twice consecutively to the left or right.

Use Magic: Press Buttons 1 and 2 simultaneously.

Shoulder Block: Press Button 1 as Tarik dashes.

Thrash: Press Button 1 as Tarik jumps.

Big Jump: Press Button 2 as Tarik dashes.

Plunge: Press Button 1 during a big jump.

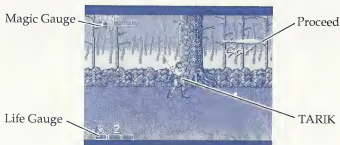
Attack Patterns

When Button 1 is pressed to allow Tarik to attack, the method of attack will vary depending on how close Tarik is to the enemies.

- 1) **Swings Sword:** If you can take three consecutive swipes at the enemy with your sword, it results in major damage.
- 2) **Kicks Enemy:** You need to be closer to the enemy to kick him (or her) than to cut them with your sword.
- 3) **Throws Enemy:** When Tarik is as close as he can be, he simply picks the enemy up and hurls him (or her) through the air.

Playing the Game

Screen Signals



Your Objective

Death-Adder's bandits have stolen the Golden Axe from the Earth God. Your task is to decimate the scores of nasty bandits, reach Death-Adder, and reclaim the Axe for the people of Yuria. Good luck, my friend!

Game End

Tarik has been granted the power of Revival. He may come back to life 3 times. For each life, the Life Gauge on the screen consists of 3 bar meters. Each time Tarik suffers damage at the hands of the enemy, one of the bars will vanish. When all 3 bar meters have disappeared, Tarik has lost one of his lives. If, and this is very likely, he uses all 3 of his lives, the game will end. Or will it?

Continue

After Tarik's third life has been expended, "Continue" will appear on the screen. If you wish to continue battling the bandits, press Button 1 or Button 2 before the counter reaches zero. If you don't, the game will end at this point.

NOTE: "Continue" will only be displayed once.



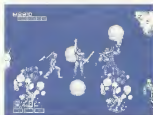
Getting Started

First, the title screen will appear. Press Button 1 or Button 2 to advance to the Magic screen. Here, you must choose which of the 3 types of Magic you wish to have at your disposal. Find the desired type by pressing the D-Button up or down, and then select by pressing Button 1 or Button 2. The game will begin automatically.



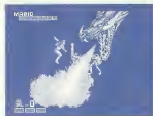
Magic

The many bandits you'll encounter are rather resilient—they will keep coming at you, even if you've already put them down once or twice. The ability to use Magic on them may just save Tarik's life, if used properly.



At the top left corner of the screen, you'll see a Magic gauge. Some power must be indicated on the gauge in order for you to use Magic. The power may be acquired by attacking the Dwarves and collecting the small blue bags that they carry. You'll hear a musical tone if you've successfully picked up one of the blue bags.

To start the game, Tarik's magical power is at the lowest possible level. When Magic is used, the amount of damage inflicted upon the enemy depends on the level of power displayed by the gauge. If your gauge shows low power, the damage to the bandits will also be low.



To use Magic, press Buttons 1 and 2 at the same time and hope that the stricken bandits don't get up!

Types of Magic

There are 3 types of Magic, and each has a different maximum power level.

The longer the Magic gauge, the longer it will take to reach the maximum level.

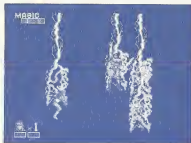
EARTH: This Magic has a degree of power somewhere between those of Thunder and Fire. The power gauge is divided into 4 levels.

FIRE: Since the gauge is long, it takes some time for the power level to reach maximum. The gauge is divided into 5 levels.

THUNDER: Although the power gauge is quite short, and the maximum level quickly attainable, Thunder Magic is not as strong as the other 2 types. The power gauge is divided into 3 levels.

Creatures

Now and then, an enemy bandit will come at you riding a Creature. The Creatures will attack you just as the bandits do, but if Tarik is able to forcibly remove the mounted bandit from his or her perch atop the Creature, Tarik may then mount and



continue to do battle. The Creature's attack powers may then be used against the bandits by pressing Button 1.

Sweep: The Creature will pivot, and with its tail literally sweep the bandits off of their feet.

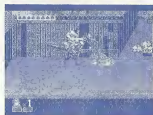
Fire: The Creature, burdened with an awful case of bad breath, will exhale on the enemies, knocking them down. The ball of fire may either move horizontally or go into the ground.

NOTE: The attack method depends on the type of Creature you've mounted.

Once a Creature has been mounted and ridden 3 times, it will scurry away, leaving Tarik and the bandits to their own devices. Even if no one rides it, it will run away after a certain period of time.

Dwarves

These harmless little fellows can be a great help to you. They won't attack you, but they don't care to have you come too close to them. If you want to grab the blue bags of Magic Power they



carry, you'll have to take a couple of shots at them, either by kicking or swinging your sword. They can also occasionally be persuaded to drop a package of meat. This will add a bit to your Life Gauge.

The Perilous Journey

Tarik is about to embark on a terribly dangerous 5-day journey. On the fifth day, if he's survived that far, he'll have to do battle with Death-Adder. En route to Death-Adder's castle, Tarik must fight and kill each and every bandit he encounters, or he can't proceed. When all bandits in a particular area have been defeated, the word "GO!" will appear at the top right corner of the screen. This allows Tarik to proceed to the right and face the next barrier.

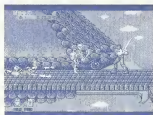
Day 1: The Forest

Day 2: Proceeding to Turtle Island

Day 3: Leaving Turtle Island

Day 4: Proceeding to Eagle Island

Day 5: To the Temple Balcony

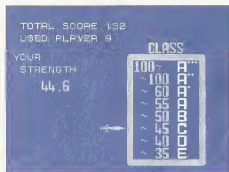


Death-Adder is waiting for you in the back of the Temple. If you can get past all of the bandits, you'll match up with him in a fight to the death!!

How You Measure Up

After "GAME OVER" is displayed on the screen, your game results will appear. The results are based on the number of

bandits you exterminated, and the number of lives you used. Your actual Strength rating will be a numerical figure, with a corresponding letter grade.



Introduction to the Bandits

Club-Swinging Attackers (A)



Club-Swinging Attackers (B)



Amazonian Warriors



Hammering Giants



Skeleton Soldiers



Armored Knights



Death Adder



Dwarves

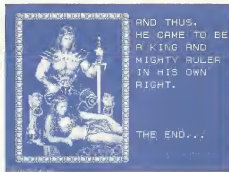


Helpful Hints

- Bandits will try to do you in by flanking you. Try to take a quick swing or two with your sword and then move quickly. Make them chase you, and be ready when they catch you!
- Use jumps to your advantage. The enemies can also jump, but they don't so often. Perfecting this technique gives you a new weapon with which you can continue on your journey!
- If you're heavily outnumbered, that's the time to weave a bit of Magic. Pity the soul who didn't swipe some from the Dwarves who wander the land at night!

- If Tarik can mount a Creature, and you become good at maneuvering it, you may just be unstoppable. Watch out, though, because the first thing they'll want to do is see that you and the Creature part company quickly!
- The kind priest of Yuria has one more power he wishes to grant you—to use the Continue function one more time, simultaneously press the D-Button diagonally upper left, and Button 1 or 2. You may only take advantage of this gift once per game, and don't tell your friends! Now, aren't you glad that you read the manual?

Go now, and return to us with the Golden Axe. Bring back to us the peace and safety that was taken from us—farewell, friend!



Handling This Cartridge

- This Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
